

KS4 Year 10 - iMedia Curriculum map: Autumn term 2022-23

The curriculum within the iMedia course is intended to equip students with a range of creative Media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, review, working with others and communicating creative concepts effectively. The course has two mandatory units, including one externally assessed examination. There will be one further coursework unit. Students will go through a practice assignment in preparation for the 'real' live assignment for R094 Visual identity and digital graphics

Learning Unit: Autumn Term	Assessment Deadlines	Homework Areas	Extended Learning opportunity
<p>Key questions What is the difference between brand and visual identity? What are the features and elements of visual identity? Why is resolution important with digital images How do we design digital graphics and what conventions needs to be considered? How do we design visual identity and what needs to be considered?</p> <p>Content covered</p> <ul style="list-style-type: none"> • Know how and why visual identity is used and the link to branding • Be able to design graphics suitable for purpose and audience • Be able to design and create a visual identity to match an organisations values, audience and needs • Be able to create and design a digital graphic incorporating visual identity, fit for purpose and audience. 	<p>There will be a practice assignment task to be completed which will help to recap what has been learned in Y9 and prepare for the 'real' live assignment to be completed in the spring term.</p>	<p>Homework tasks will be issued to re-enforce learning of topics taught in class.</p>	<p>Pupils will be advised to research and read further around each topic being covered in the class to increase their knowledge.</p>
<p>Literacy and Numeracy Key terms – Digital, Graphics, Visual Identity, Brand, Mind Map Media, Conventions, Layout, Mood Board, White Space</p>			
<p>What parents can do to help your child? Make sure that they are practicing what they have been taught in class at home, constant repetition of tasks will reinforce their learning.</p>			
<p>Additional resources Various resources on Teams including a check list to help students understand what should be included in their assignment.</p>			
<p>Who to contact if you have any query about the subject In the first instance we would encourage you to get in touch with the subject teacher – the student planner may be one way of communicating. You may also wish to contact the Curriculum Leader for the subject which is Mr Qureshi who will also be able to help.</p>			

KS4 Year 10 - iMedia Curriculum map: Spring term 2022-23

The curriculum within the iMedia course is intended to equip students with a range of creative Media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, review, working with others and communicating creative concepts effectively. The course has two mandatory units, including one externally assessed examination and one coursework unit. There will be one further coursework unit.

Learning Unit: Spring Term	Assessment Deadlines	Homework Areas	Extended Learning opportunity
<p>Students to complete their first coursework R094</p> <p>Key questions How do we incorporate a concept into a visual identity for a specific purpose? How to design and create a visual identity to match an organisations values, audience and needs What is the justification of using the design elements? How do we design digital graphics and what conventions needs to be considered? How do we incorporate visual identity into a graphic?</p>	<p>The ‘real live’ assignment is to be completed.</p>	<p>Homework tasks will be issued to re-enforce learning of topics taught in class.</p>	<p>Pupils will be advised to research and read further around each topic being covered in the class to increase their knowledge.</p>
<p>Content covered</p> <ul style="list-style-type: none"> • Know how to design a visual identity and graphic • Be able to use image editing software to create the designs using basic and advanced features as appropriate • Know how to source and store assets and understand the legal requirements e.g. copyright • Be able to create and design a digital graphic incorporating visual identity, fit for purpose and audience. 			
<p>Literacy and Numeracy Key terms – Digital, Graphics, Visual Identity, Brand, Mind Map Media, Conventions, Layout, Mood Board, White Space</p>			
<p>What parents can do to help your child? Make sure that they are practicing what they have been taught in class at home, constant repetition of tasks will reinforce their learning.</p>			
<p>Additional resources Various resources on Teams including a check list to help students understand what should be included in their assignment.</p>			
<p>Who to contact if you have any query about the subject In the first instance we would encourage you to get in touch with the subject teacher – the student planner may be one way of communicating. You may also wish to contact the Curriculum Leader for the subject which is Mr Qureshi who will also be able to help.</p>			

The curriculum within the iMedia course is intended to equip students with a range of creative Media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, review, working with others and communicating creative concepts effectively. The course has two mandatory units, including one externally assessed examination and one coursework unit. There will be a further one further coursework unit. Students will be taught the teaching content for the Character and comics unit in preparation for completing the 'live' assignment.

Learning Unit: Summer Term	Assessment Deadlines	Homework Areas	Extended Learning opportunity
<p>Key questions What are the character features and conventions of characters? What are the design conventions of comic strips? What are the resources needed to create a comic strip? How do I plan for a comic strip? How do I create a comic strip using the tools and features of ComicLife 3? Why do we have to review a media product like a comic strip? How do I save and export a comic strip?</p>	<p>Students will be completing their second coursework unit R084 – Creating comic strips.</p> <p>Regular feedback will be given and the deadline for completion is 8th May 2020</p>	<p>Students are expected to work on their coursework for at least 1 hour per week at home, or during lunchtime, in addition to what they do in class.</p> <p>For each of the learning objective, deadlines will be given that students have to meet.</p>	<p>Pupils will be advised to research and read further around each topic being covered in the class to increase their knowledge, skills and understanding.</p>
<p>Content covered</p> <ul style="list-style-type: none"> • Understand the audience and purpose of comic strips • Know about the advantages and disadvantages of using various comic strip software • Be able to produce a comic strip product that is fit for purpose and audience • Be able to identify strengths and weaknesses in a comic strip product 			
<p>Literacy and Numeracy Key terms – Genre, Purpose, Characters, Script, Storyboard, Copyright, Assets, Export, Conventions</p>			
<p>What parents can do to help your child? Make sure that they are practicing what they have been taught in class at home, constant repetition of tasks will reinforce their learning.</p>			
<p>Additional resources Various resources in the common drive with help videos/guides about using Comic Life3</p>			
<p>Who to contact if you have any query about the subject In the first instance we would encourage you to get in touch with the subject teacher – the student planner may be one way of communicating. You may also wish to contact the Curriculum Leader for the subject which is Mr Qureshi who will also be able to help.</p>			